2010

the Challenges of Space in the **RealWorld** and **InWorld**

The RealWorld-InWorld NASA Engineering Design Challenge encourages students in grades 9-12 to explore and to build skills essential for successful careers in science, technology, engineering, and math (STEM) through two phases of project-based learning and team competition.

PHASE 1—REALWORLD

Who:

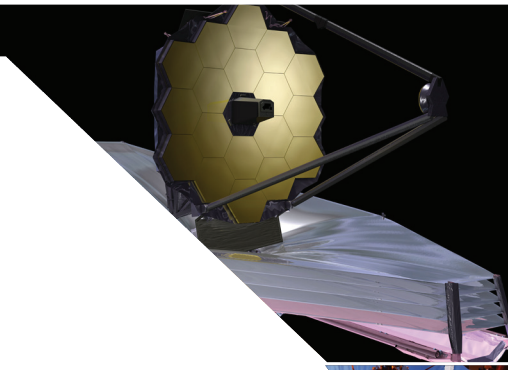
Teachers/coaches and high-school-aged students.

What:

Work cooperatively as engineers and scientists to explore and design solutions for one of two real-world problems related to the James Webb Space Telescope.

Submitted final project solutions will be featured on the RealWorld-InWorld website and teams will receive recognition for their work.

PHASE 2—INWORLD



Who:

Participating college students select teams of 3-5 high-school-aged students and their teacher/coach. Each team selects a participating engineering mentor.

What:

Work in a 3D virtual environment using 21st Century tools to refine designs and to create 3D models of the Webb telescope. Webb engineers will visit and "chat" InWorld throughout the challenge.

Only coaches and students who submit their final RealWorld project solutions by **December 15, 2010**, are eligible to move into the InWorld phase to compete for scholarships and technology awards.

Ready for the challenge?

To learn more about the challenge and to register to explore the resources for this free and flexible project, visit **www.nasarealworldinworld.org**.

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